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Digital Modeling Series

KeyShot Network Rendering

This tutorial covers how to use the Network Rendering option for KeyShot. This is a great option to render large format images, animations or KeyShotVR projects. The image or frames will be divided among multiple CPUs and rendered quickly. KeyShot directly imports over 40 different 3d file formats with many native formats supporting LiveLinking, which automatically updates content between Keyshot and the CAD programs. Keyshot also supports import of 2d content from Illustrator or AutoCAD through the dwg format.

The College of Design Render Farm currently makes use of up to 256 CPU cores.
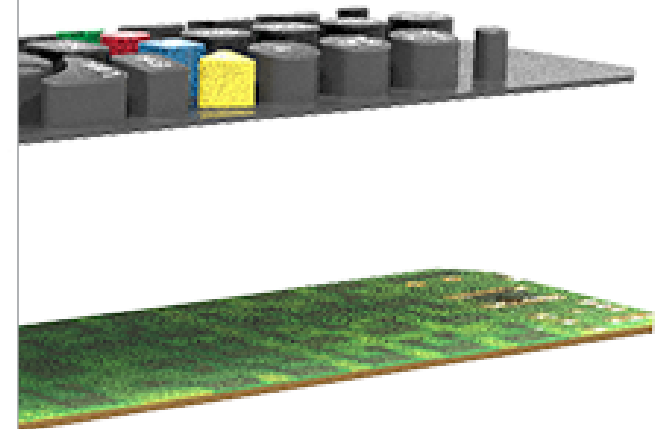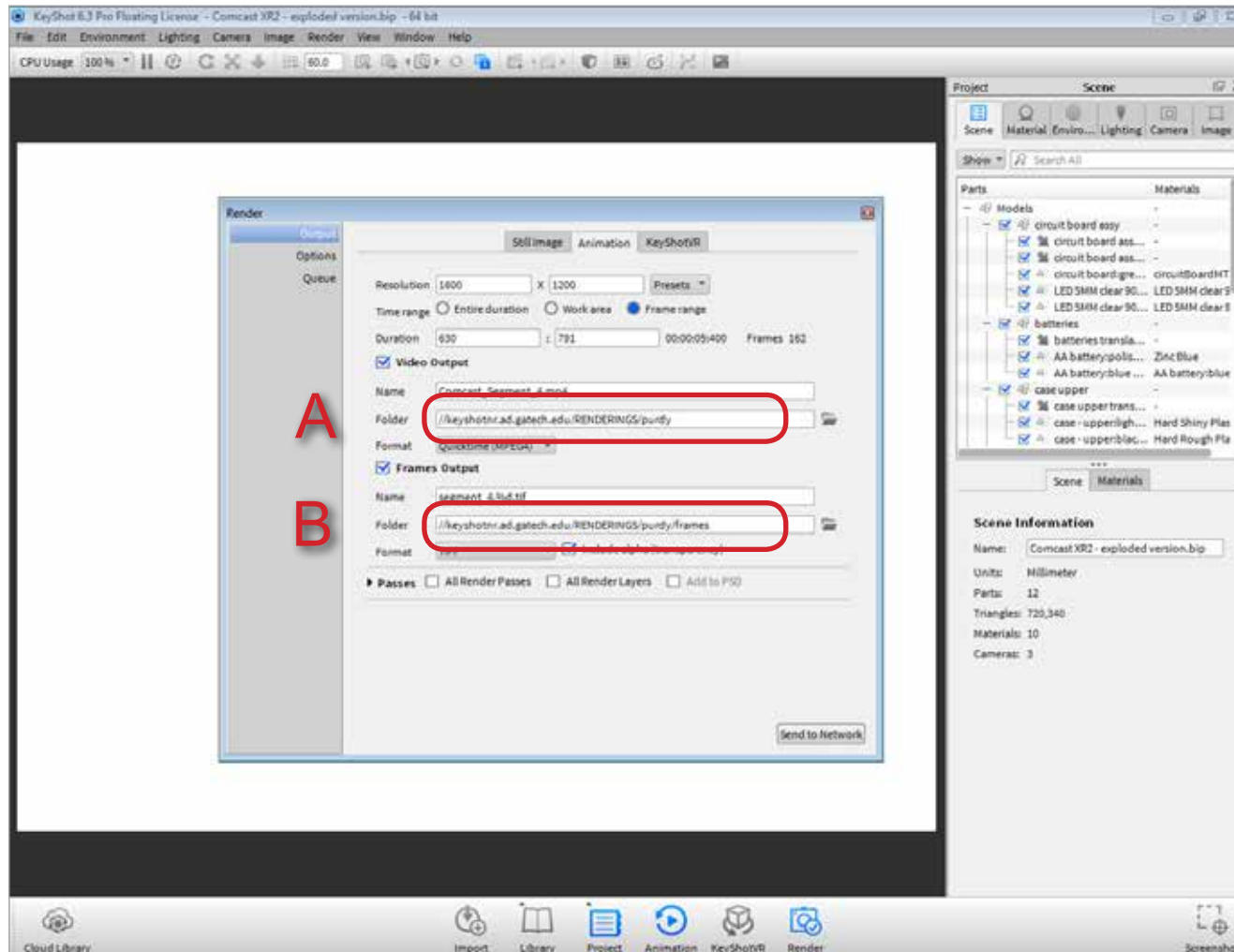
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Step 1

Before starting a network rendering job in KeyShot, you should setup a folder on the network share. The folder gives the network render a place to save the file(s) and helps keep the share organized. Open a window on the desktop and highlight the location bar at the top of the window (A). Replace it with \\keyshotnr.ad.gatech.edu\renderings   Note that once you type this in and hit return, the address changes to Network > keyshotnr.ad.gatech.edu > renderings. Create a folder in the window using your last name plus first name.

SolD@GT
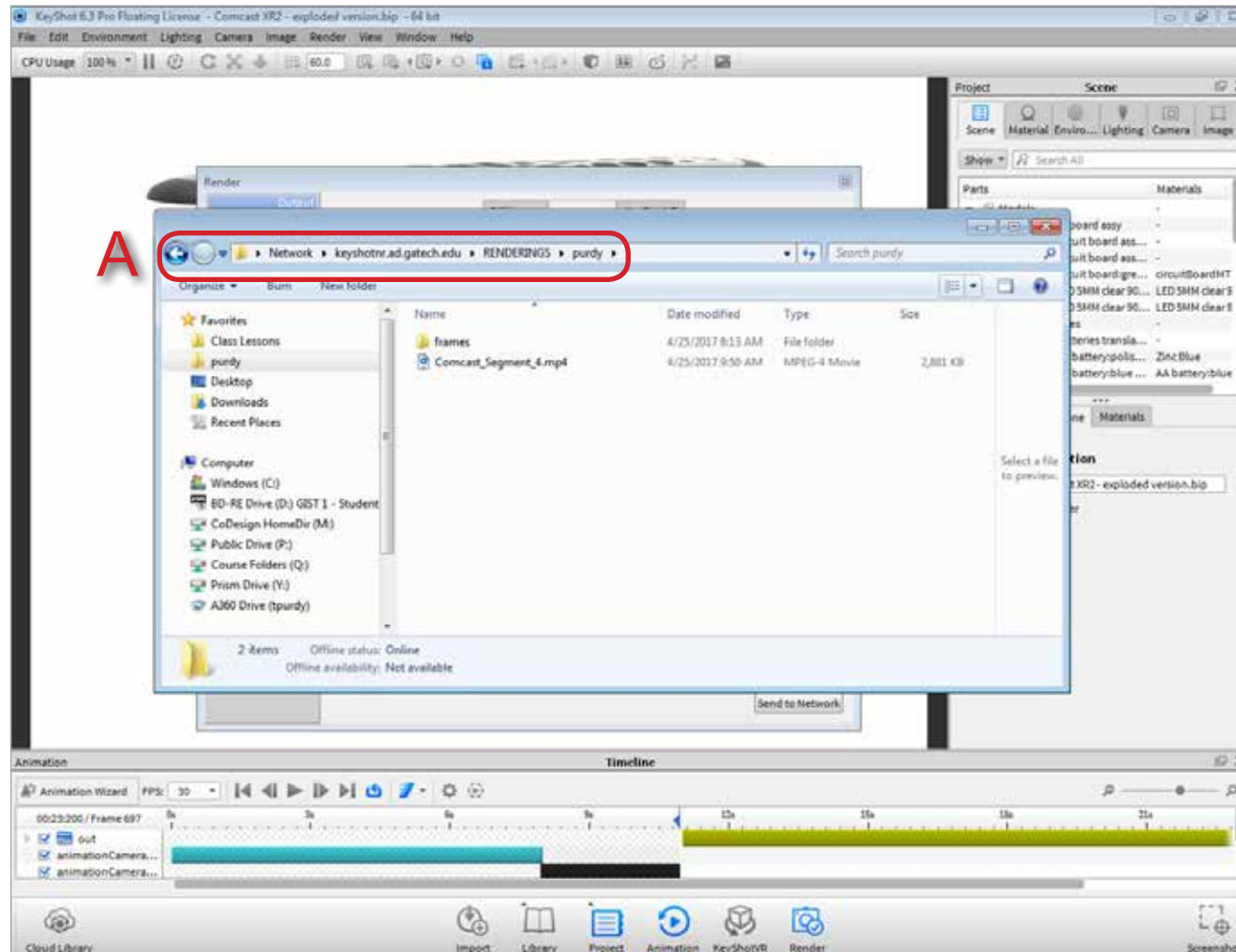
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Step 2

Open KeyShot and setup your model as normal. If the model was transferred from another computer, then test render to make sure the texture maps are linked properly (diffuse, bump, labels, etc). Next, open the Render panel and choose Output. The network render cannot save back to your account. Instead, use the path and folder you just created (A). If you are rendering frames, then use the same path and folder but add /frames at the end (B). The network render tool will create this folder if it does not exist

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Step 3   Network Rendering cannot use Maximum Time for the quality. Instead use Maximum Samples. For animations, 32 samples is good enough. Large format images may required higher sampling rate such as 64. Choose Send to Network button.


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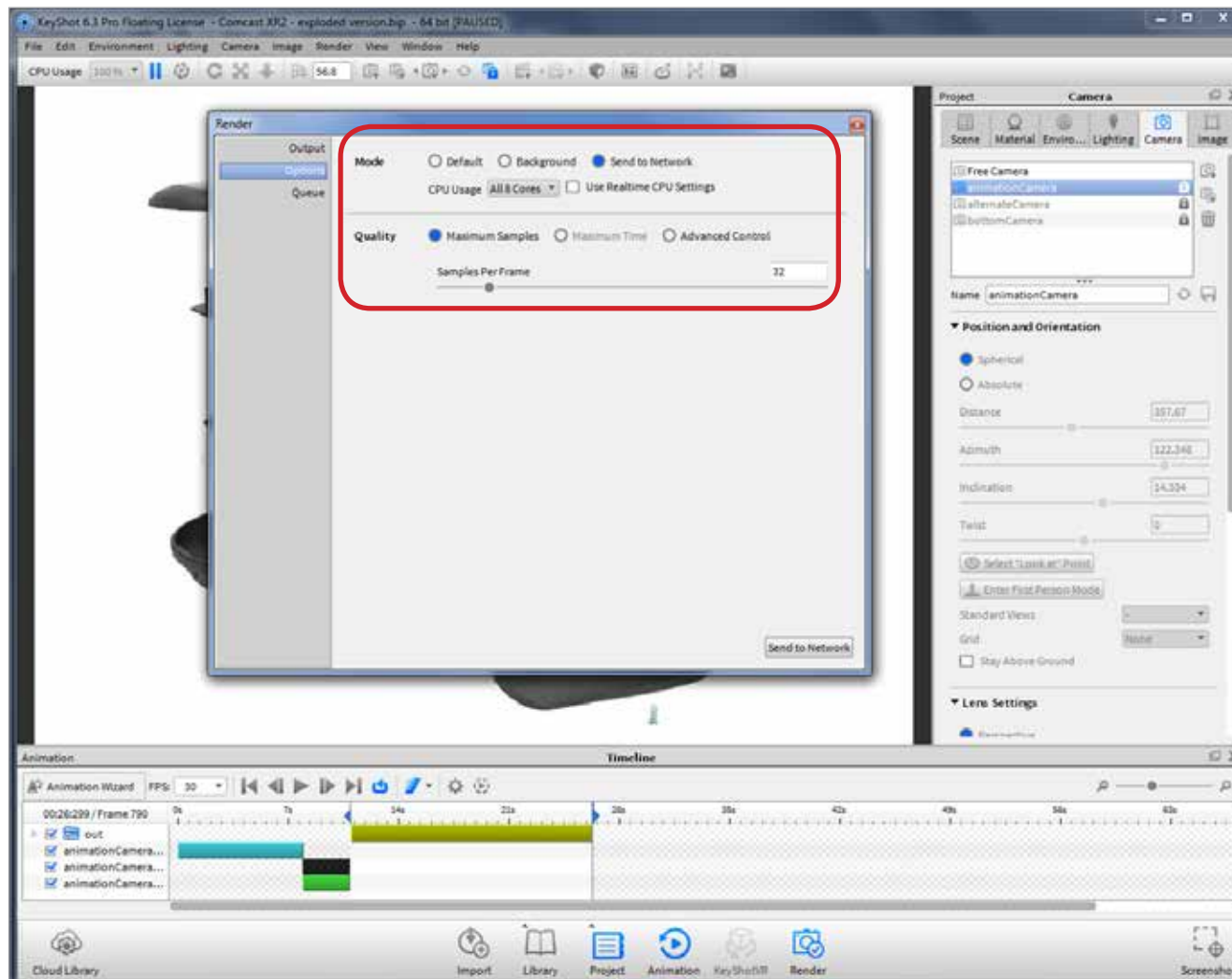
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Step 4   The Network Queue should open up. Select My Jobs in the left panel. Make sure the job starts.

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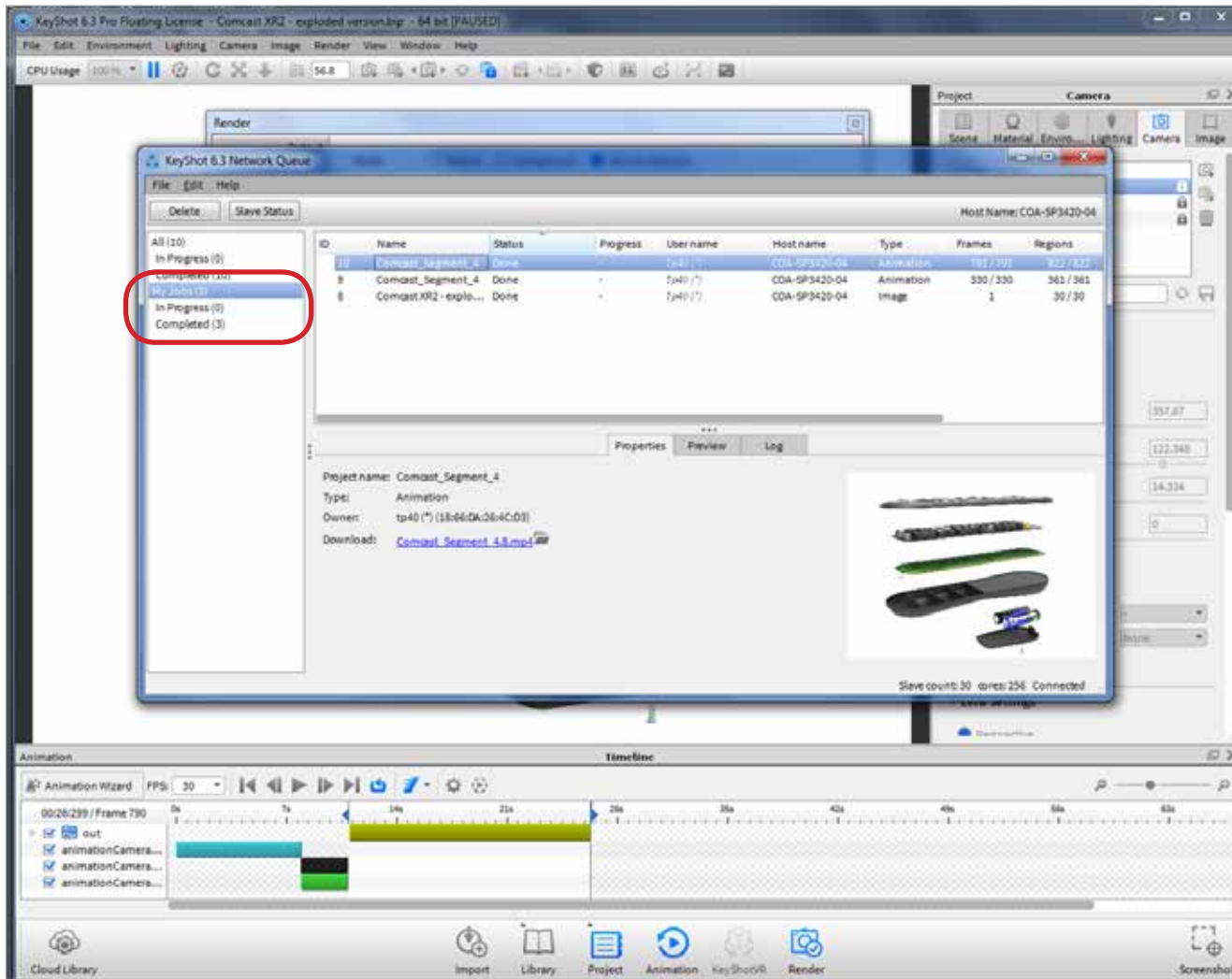
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Step 5   If the network rendering can not find the server, the Connection dialogue box should open. If not, then choose File > Connection Settings (A). Select Auto detect master and choose Apply. If this does not work, then type in keyshotnr.ad.gatech.edu for the Master Hostname and 4807 for the Queue Port (B). KeyShot will stop trying to access the Network Queue after 30 seconds so you may have to resend the job to the Network Queue.

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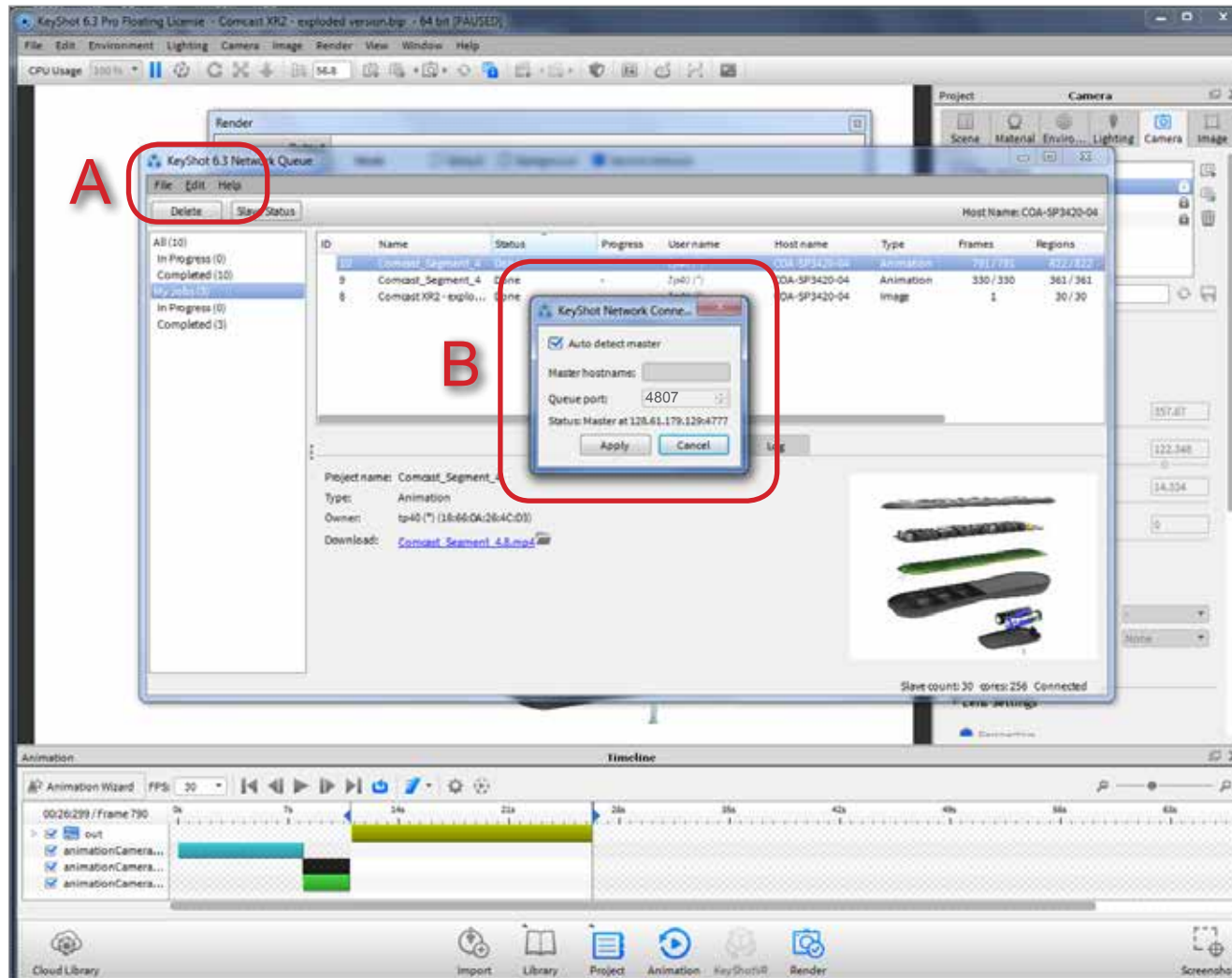
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Step 6

Once the rendering/animation is finished, the files are save back to the \\keyshotnr.ad.gatech.edu\renderings file share (A). This file share is not meant as a permanent storage drive but only a temporary storage for the network render. Copy the files off the drive and then delete them.

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